



Bristol Bay Fishing



Setup

Each player places four boats on the grid. Boats may be placed horizontally, vertically, or diagonally. Boats are indicated by starting letter. For example, a tender is indicated with the letter "T":

	A	B	C	D	E
1		T			
2			T		
3				T	
4					

Boats include: Processor = 4 squares; Tender = 3 squares; Drifter = 2 squares; Skiff = 1 square. In addition to the four fishing vessels, each player places 10 Fish and Game boats, indicated by *.

Play

Each turn is numbered. For example, during the 21st turn, player says, "shooting 21's." Players mark shots with the turn number, in this case 21. Each square can only be shot once.

Each turn has as many shots as the player has boat squares, i.e., if no boats are sunk, the player is allowed 10 shots. In the example below, two shots have been fired in the player's tender. They still get 10 shots. After the tender is sunk, the player will have 7 shots per turn.

	A	B	C	D	E
1	1	1T	8	8	2
2	4	4	T	2	2
3	3	1	4	1T	2
4	1	4	3	3	2

Other players remain silent during shooting, unless a Fish and Game boat is hit. Then the person who placed the Fish and Game boat (*) says, "busted!" This stops the turn. At the end of a turn, players reveal which boats were hit and with how many shots, but do not reveal coordinates.

Winning the Game

The last player clinging to the one remaining square of their mutilated boat shrapnel wins. In the event that the game ends and two boats are on top of each other, you both lose.

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